

K-POP CLICK

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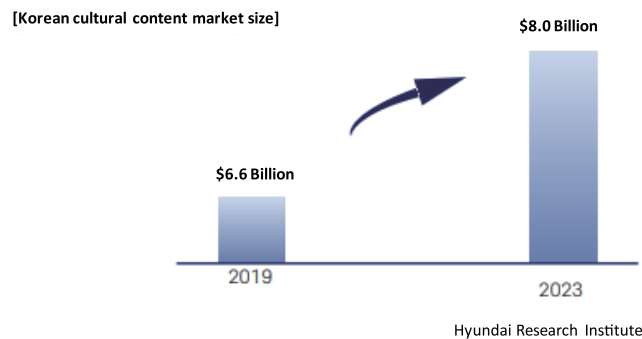
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K-POP CLiCK

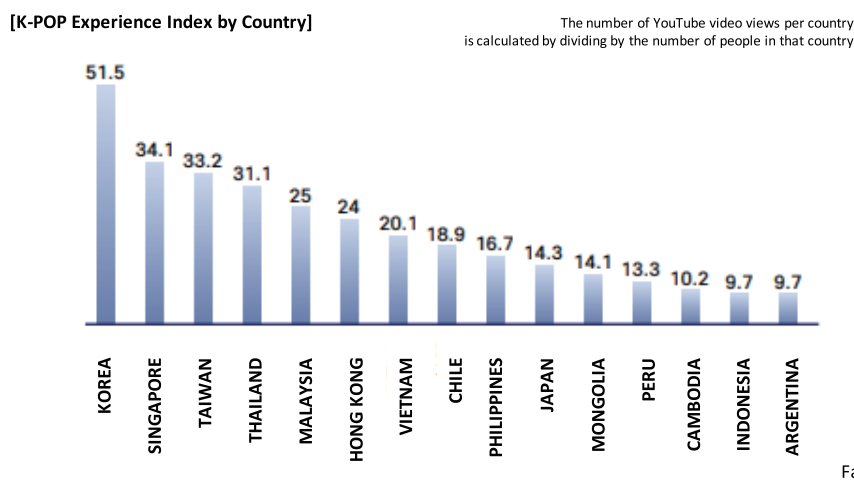
01. Background

1.1 Korean cultural content industry with competitive scale

The Korean cultural content industry is already competitive on a global scale with seven global scale, and in particular, the game, music, film, and broadcasting markets are ranked around the top 10 in the world. In addition, the size of the Korean cultural content industry is growing rapidly as exports of Korean music, video, and game-related services continue to grow in the global market. Korea's content market is considered to have the size of the world's seven largest markets. The U.S. cultural content market is the world's largest with \$8.8 billion in 2019, followed by China and Japan with \$3.7 billion and \$1.9 billion, respectively.



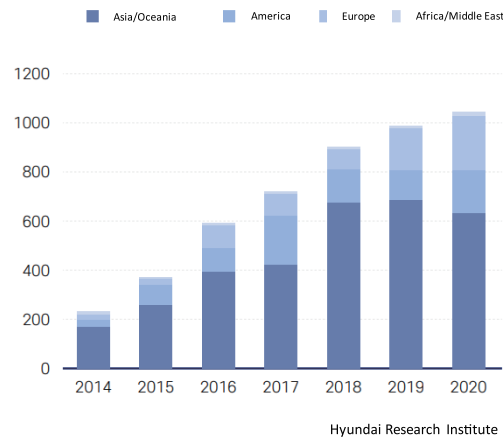
Recently, the global status of Korean cultural contents such as music, videos, games, etc. has been greatly reconsidered, and discussions on a new leap forward in the Korean Wave are in full swing. For example, BTS has recently topped the world's leading charts such as Billboard in the U.S., Official Charts in the U.K., Oricon in Japan, iTunes, Spotify, and Apple Music, and has been making unrivaled records in album sales, music video views, and SNS indexes. In particular, BTS is the first group to simultaneously conquer the top of the Billboard Hot 100 and Billboard 200 charts in a week, and has topped the Billboard 200 and Hot 100 five times in its career. In addition, he was the first Korean singer to perform solo at the 63rd Grammy Awards, setting a record of performing at the three major music awards in the United States, including the Billboard Music Awards, the American Music Awards, and the Grammy Awards.



1.2 Expansion of content IP based on Hallyu fandom

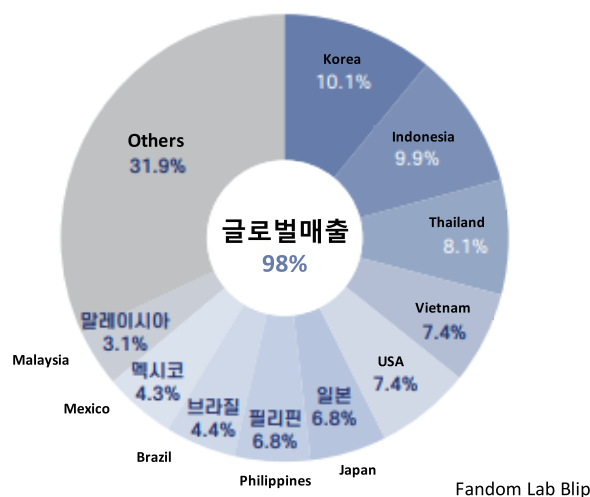
With the development of digital platforms, access to domestic content is increasing and demand is expanding, forming a global Korean Wave fandom. In the music industry, Despite the trend of shrinking the global music market, sales of K-pop albums have Increased significantly, proving the power of the global Korean Wave fandom. Thanks to the popularity of Korean Wave contents, domestic content IP is being used in various fields such as video, games, products, and tourism, which is expected to create greater added value.

[Annual Trend of Hallyu Community by Region]



As global access to Korean cultural content increases and demand expands, a global Korean Wave fandom is being formed. In particular, the Korean Wave fandom has recently spread from the existing Asian region to the world. With the activation of video platforms such as YouTube and TikTok, the accessibility of K-POP increases and demand expands, and the number of Hallyu fandom is increasing in various regions..

[K-POP status by country]



While the number of members of the Korean Wave community (fan clubs, etc.) around the world is increasing every year, it has recently increased significantly not only in Asia (average annual growth rate of 32.3% from 2014 to 2019) but also in the United States (35%) and Europe (60.7%).

While the global real record market grew by an average of -5.7% annually from 2013 to 2019, K-pop real record sales grew by an average of 27.7% annually during the same period. Even in the first half of 2020, when offline performances were not properly performed due to COVID-19, K-pop album sales rose 41.9% year-on-year-on-year.

1.3 Expansion of opportunities to enter Korean content due to the growth of the digital content market

Amid the rapid growth of the global digital content market, Korea's digital content market is growing relatively fast compared to major countries, ranking fifth in the world. As such digital content platforms become more diverse, the domestic and international markets for Korean cultural contents are expanding and opportunities for entry are expanding. The challenges of the Korean cultural content industry are the absence of a global competitive domestic content platform, the relatively low labor productivity of the Korean cultural content industry, and the need to improve infrastructure to advance cultural technology. In order to leap forward in the new Korean Wave, efforts should be made to carry out the challenge. In the face of intensifying competition for global content platforms, domestic operators are responding through various strategies such as vertical combination and partnership with content providers. However, it is still less competitive than global platform operators, and there are still no domestic platform operators to lead the digital media market.

1.4 Increase of Intellectual Property Interest

As various cultural contents as well as the Korean Wave are combined with large media and shared, there are many voices calling for the protection of creators' intellectual property rights. However, when it comes to copyright, there are opinions that each country's copyright laws are different and it can hinder cultural values that change derivatively such as secondary creation, but many illegal downloads have disappeared as before with the emergence of streaming operators such as Netflix, TVing, and Watcha.

1.4 Development of Blockchain

Blockchain was first started by Satoshi Nakamoto in 2009. There are many factors to implement the blockchain, but the most important reward is to give coins as rewards to nodes that contribute to the ecosystem, and Bitcoin is the first coin issued. Since then, coins such as Ethereum, Ada, Bitcoin Cash, and Litecoin have continued to develop, and in 2021, they are expanding and developing into various fields, including metaverse and NFTs. This means a lot of things. Many business groups can increase added value with various advantages such as decentralization, high complementarity, scalability, and cost reduction. Currently, it is not classified as a cash asset, but it has already been named Cryptocurrency and is recognized as a kind of digital asset.

The development of the blockchain is led by Ethereum. Ethereum completed the merger in August 2022, and in September, it abandoned the existing pow method and switched to pos.

It is also on the verge of upgrading Shanghai.

1) The Shanghai upgrade increases staking accessibility and efficiency by participating users in Ethereum verification through the Beacon Chain mechanism. Beacon chain mechanisms increase network participation through democratic staking procedures, increasing network security and decentralization levels

2) Second, the "Merge" upgrade converted the Ethereum blockchain into a equity certification consensus system. Ether has also become a deflationary asset, with EIP-1559 upgrades, with its issuance decreasing whenever transactions occur.

The predictable and safe transaction fee system introduced by EIP-1559 will enable some of the transaction fees to be incinerated. Layer 2 projects are also expanding under the influence of Ethereum's development. Polygon chosen by K-POP CLICK is a representative example. In addition, there are loop rings, optimism, and avitrum.

Polygon stands out among them. Polygon Announces Public TestNet Launch Of Its KEVM (Negative Ethereum Virtual Machine). This release is part of our vision to develop a Polygon project that aligns with our vision and goals. Polygon has come to use ZK proofs within an EVM-like environment.

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02. Problem&Solution

2.1 Environmental and infrastructure needs to be improved to advance cultural technology

In order to advance cultural technology that combines the cultural industry and high-tech technology, it is necessary to improve domestic regulations, human resources, technology environment, and infrastructure. Korea's overall digital competitiveness ranking is 10th out of 63 countries, but its competitiveness in related human resources and regulatory sectors is relatively low. Moreover, as the commercialization of 5G services makes it easier to produce and supply content that combines cutting-edge technologies such as augmented reality and artificial intelligence, it is necessary to continue to enhance competitiveness by improving the related technology environment and infrastructure.

2.2 Lack of a competitive content platform

The lack of global platforms like YouTube, TikTok, Instagram, etc. is a real shame that there is no domestic platform that can execute that much content and a lot of intellectual property rights. Although there are domestic streaming platforms such as TVing and wave, the activities of ordinary creators and curators are inevitably limited because they are concentrated on movies and dramas. Of course, music promotes k-pop in many parts of the world through m.net , but this is also insufficient to promote free content.

2.3 Difficulties in protecting the rights and interests of creators

Many K-POP-related contents are currently processed and distributed through curators on YouTube and TikTok, but accurate verification has not been made on this part, so most of the actual creators' rights and interests cannot be protected. The only way a creator can do it is to legally resolve it or ask for a related video to be dropped. Since the platform is a global platform, CS may also have limitations.

2.4 Semi-transparency in the distribution of revenue among creators

In the current structure, the profit structure of creators who produce and distribute actual content and curators who curate their creations is not clear. Rather, there are cases where curators have higher profits. This is because creations or creations that have devoted their hearts and minds to are often misused without permission, and there are creators who do not directly reproduce them. Of course, this is the case because curators, who are secondary processors, recognize creators as a means of publicity, but it is not desirable for creators to continue to not be recognized for their creations with high opportunity costs. If this case continues, a situation in which the proportion of curators increases than the proportion of actual creators may be created. In the end, quality primary creations will inevitably decrease.

3.1 Developing a competitive K-POP platform

K-POP is currently a cultural content that the world is paying attention to. This is a great opportunity to promote the culture and environment of Korea. The hard work of many K-POP artists, from Wonder Girls to BTS today, has become the foundation for us to cultivate K-POP platforms and grow into global platforms. The K-POP CLICK platform aims to further promote the status of K-POP and promote the excellence of Korean content. At a time when a new leap forward for the Korean cultural industry is being created based on excellent content competitiveness, we will pioneer the Renaissance era of the "new Korean Wave" by actively responding to paradigm changes in the cultural industry and preparing new strategies.

3.2 Protecting the rights and interests of creators using blockchain

As seen in the problem, in order to protect the rights and interests of domestic creators, solutions must be presented in various laws. It can be protected through complementarity and scalability using a technology called blockchain. Content creators must be able to exercise their legitimate rights, receive profits from their content through the K-POP CLICK platform, and freely participate in curating. Each revenue allocation can be distributed with transparency and each role can be accurately distributed. Through this, everyone can participate in a reasonable K-POP promotion campaign.

3.3 Support Policy for Creators

The WORLD K-POP CENTER, which is participating in K-POP CLICK's platform, is fostering talents who will lead K-POP in the future. K-POP CLICK plans to support support policies for talents who dream of becoming the second BTS in the future, thereby expanding the scope of activities of many creators through many future K-POP stars and creating an environment where high-quality education and content can be produced.

3.4 Revitalizing customized performances in the Untect era

K-POP CLICK has opened a concert hall to revitalize performances that have been canceled for two years due to COVID-19, and plans to transmit safe performances through the quarantine system, and will continue to transmit them every two months. Through this, users can enjoy the performance at home through activities or token purchases within the platform to some extent. This aims to maximize the profits of creators by making the shrinking performance culture prosperous again, and to provide an environment where users who wanted to watch K-POP performances can enjoy various performances.

K-POP CLICK

03. Platform introduction

04. Platform introduction

4.1 Configuration of the K-POP CLICK Platform

The K-POP Click platform is a professional community that combines blockchain technology and K-POP content and provides high-quality K-POP content services to K-POP fandom around the world. The K-POP CLICK platform is available for shopping malls where you can purchase various K-POP contents and K-POP-related goods products, live commerce where you can sell individual products of celebrities, and NFT markets related to artists. K-POP CLICK is planning an audition called "Click the Star" to promote K-POP in many countries around the world and give opportunities to artists who want to learn K-POP.

4.2 GINIGROUND

GINIGROUND distributes and transmits contents of other enterprises through the GINIGROUND platform, and separately, GINIGROUND plans and produces K-POP contents such as online concerts, fan meetings, and VODs on its own. In addition, it provides online and offline K-POP content ticket sales and performance transmission services, and organizes and sells star MD products and star albums. GINIGROUND is a Korean Wave entertainment company that provides services such as content planning, performance business, and education business. GINIGROUND, which creates a virtuous cycle of content production, consumption, and cultural code on its own, creates a new paradigm of popular culture around the world that connects entertainment and SNS.

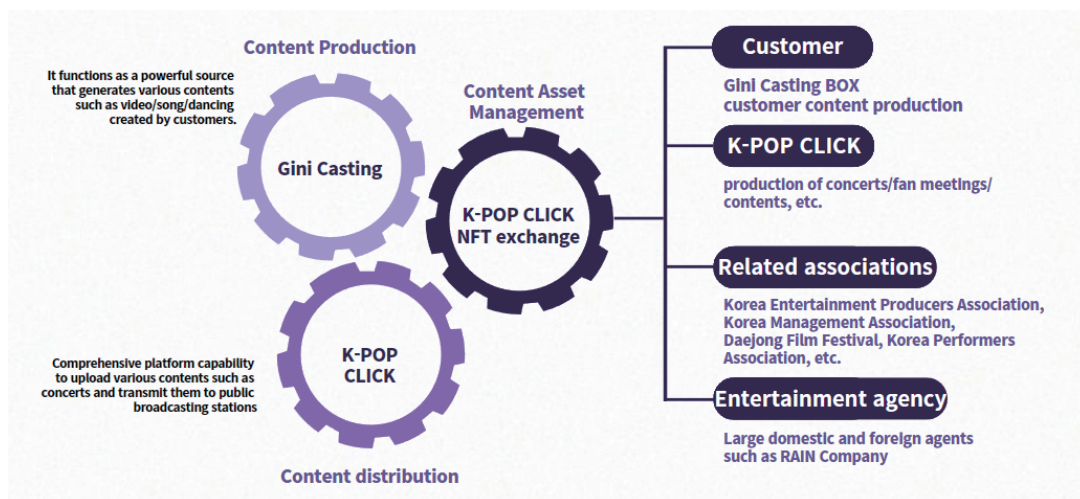


[Production Performance by GINIGROUND]

4.3 GINICASTING

GINICASTING is a mini-self audition studio where you can easily make high-quality audition videos. Audition videos of the desired genre, such as vocal, dance, acting, model, and gag, can be synthesized with various chroma key backgrounds, and personal collection videos to be uploaded to SNS or YouTube can be filmed in a fun way. It consists of a system that allows you to create your own video content in a studio with perfect lighting and sound. In the COVID-19 era, actual auditions were not held, but they also wanted to conduct idol group auditions through GINICASTING. Currently, we are preparing for untact casting tailored to the era of untact, and it will establish itself as a content that anyone can easily show off their own charm.

Platform/NFT linkage



PROCESS



K-POP CLiCK

04.Block chain

5-1 Introduction of Polygon

K-POP CLICK was first manufactured with Ethereum-based merc-20, but it is intended to switch to a polygon network and solve the aforementioned problems in consideration of fee problems and transition speed problems.

Polygon is Ethereum's second layer network solution, Polygon (MATIC), which aims to speed up transactions on the blockchain and reduce costs.

5-2 DApp service - voting

K-POP CLICK is an entertainment platform that supports auditions, NFTs, VODs, and educational programs.

First, audition VOTING guarantees inoperable transparency by using blockchain unlike the existing method. All information will be contained in the blockchain, and both participants and voters conducting auditions will be able to check the status of the vote.

The reason why Voting's blockchain is needed is as follows.

Transparency : Voters and audition participants must be able to check their voting status accurately and know if they are counted correctly. In addition, anyone can count votes, preventing manipulation.

2) Safety : Voting must be done safely from start to end without errors.

3) Secret Voting : Voting should be anonymous and content about voting should be disclosed but personal information should not be disclosed.

In addition, double voting and voting rights will be developed depending on the situation due to the nature of the audition. However, double voting may not be possible, but double voting will be allowed depending on the accumulation and form of donation.

5-3 DApp service – NFT

K-POP CLICK will open an NFT market place. Non-Fungible Token (NFT) is a data unit stored in a blockchain and refers to a unique and non-interchangeable token. NFTs can be used to represent photos, videos, audio, and other types of digital files. Copies are not accepted. Copies of these digital items can be obtained by anyone, but NFTs must be tracked on the blockchain and proof of copyright and ownership to the owner.

K-POP CLICK's NFT market will sell a variety of products, ranging from handwritten signatures of K-POP artists to music, videos, and paintings, which will be created using ERC-721 accepted in 2018, not ERC-20. A typical example of ERC-721 is CryptoKitties. CryptoKitties is curiously designed to keep the same cats from appearing all over the world. It has a structure in which a pretty cat with such scarcity value is sold at a high price.

K-POP CLICK will issue various NFTs through future auditions.

"CLICK THE STAR" plans to hold auditions in the Philippines, Cambodia, Japan, and Korea, starting in Vietnam, through which various NFTs can be issued and initial NFTs of KPOP artists who will be active internationally will be issued. It also plans to issue a membership-type fan club NFT through ERC-1155. Membership NFT is planning a service that supports the support and event of artists who passed the audition, and provides ticket support such as performances, and goods support.

2) Issue of NFT through GINICASTING

GINICASTING has struggled to expand its booth due to the pandemic and has now released version 2. Version 2 has added functions such as photo, video, and NFT issuance, and individuals can issue and own their videos through NFT issuance, and in the future, it will be used as an audition booth to mass-produce various NFTs.

5-4 vod service

K-POP CLICK is currently providing a vod service, but it does not provide a paid service but a free service. Currently, we are conducting a web service, not an app, and are currently converting to a dapp.

Until now, K-POP CLICK VOD has conducted VOD services focusing on various contents such as Dream Rising and Dream Concert, and in the future, music broadcasts will be planned and continued from auditions such as "CLICK THE STAR."

The current free service can be converted into a paid service in the future, which will be used to maintain the blockchain ecosystem.

5-5 METAVERSE

K-POP CLICK has a direction to work with metaverse companies to provide services together.

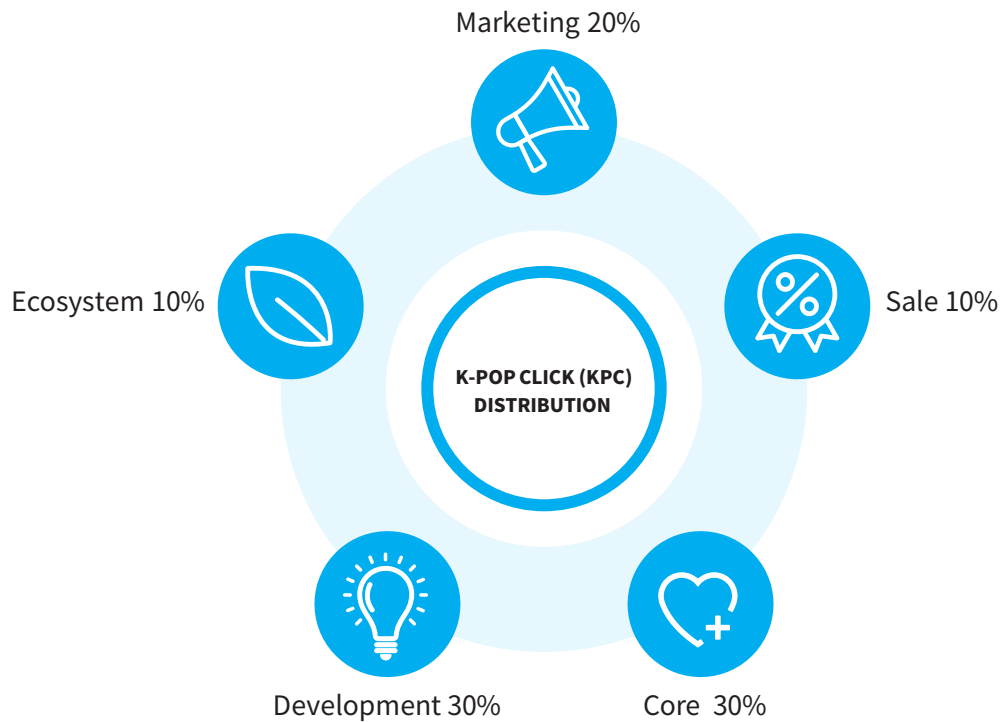
K-POP CLICK will be developed with scalability to issue fan signing events (CLICK THE STAR), goods, and NFTs in the metaverse environment, and will actively sign MOUs to serve in various metaverse environments.

K-POP CLiCK

06. Token distribution

6. Token distribution

K-POP CLICK (KPC) is a medium of economic activities within the K-POP CLICK ecosystem, and its main uses are used for viewing creations, purchasing GOODS, purchasing packages, compensating, and distributing profits.



List	Detailed List	Quantity	Ratio
core	Team	150,000,000	3%
	Advisor	50,000,000	1%
	Reserve	1,000,000,000	20%
	Foundation	300,000,000	6%
Development		1,500,000,000	30%
Ecosystem	Escrow	300,000,000	6%
	Partner	200,000,000	4%
Marketing	Airdrop	50,000,000	1%
	Advertisement	750,000,000	15%
	Community	200,000,000	4%
Sale	Exchange	200,000,000	4%
	Pre-sale	300,000,000	6%
Total		5,000,000,000	100%

The distribution of tokens was largely divided into five categories, and the detailed items were divided into 12. K-POP CLICK is an item that deals with cultural content and can change a lot depending on the situation. Therefore, the use of detailed items may vary within the large classification. Lockup release and usage reports will be notified to the community one month in advance depending on the situation and will try to avoid damaging investors accordingly.

K-POP CLICK

06. Partner & Team

7. Partner

K-POP CLICK partners are in a relationship of provision and cooperation necessary for cultural content and are compatible with each other. The K-POP CLICK partners are as follows.



Based on K-POP CLICK partners, they are provided with creations, performances, and goods related to artists or are encouraged participation. Partner companies actively signed partners to pave the way for the globalization of the Korean Wave. Token distribution with partners is distributed according to the degree and has a lockup policy accordingly. K-POP CLICK is interacting not only with domestic but also with overseas partners, and although the signing of cooperation due to COVID-19 has been delayed, it will soon sign cooperation with media in overseas countries.

8. Team

8-1 팀 소개



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Pahta bank (Uzbekistan)



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8-2 Advisor

 <p>Lim Man Hyuk 전 아리랑TV미디어 사장 현 상명대학교 특임교수</p>	 <p>Kim Hee Sung 영화감독 2019 KBS 스포츠예술학원 주임교수 2018 국민대학교 극영화액션교수</p>	 <p>Kim Jung Wook 전 ㈜SM엔터테인먼트 전 ㈜합업엔터테인먼트 대표이사 현 ㈜JWK엔터테인먼트 대표이사 현 (사)한국연예제작자협회 이사</p>	 <p>Jeon Bong Jin ANN, 휘성, 거미, 윤미래, 렉시, 박병 등 가수 혹은 다수 연습생 보컬 트레이닝 진행</p>	 <p>Kim Jun Sun 1995년 락밴드 '뷰 투' 멤버 1996년 락밴드 '킬드' 멤버 2005년 스타메이드 엔터테인먼트 대표이사</p>
 <p>Kang Jin Suk 범우법인 윤원 변호사 한국연예매니지먼트협회 고문변호사 대중 문화 예술기획업 법정교육 법률감사(2017)</p>	 <p>Kim Young Suk 예원 E&M 대표 전 한류드레이닝센터 센터장 전 (사)음향예술인협회 회장 예음스튜디오 설립 대표</p>	 <p>Seo Kyoung 건국대 대학원 경영학박사 산업기술평가원 심사위원 정보통신산업연구원 심사위원 건국대 신산업융합학과 겸임교수</p>	 <p>Eo Cheon Sun 현 지오컴퍼니 대표이사 현 라현 성형외과 피부과 대표 전 미소채움 성형외과 피부과 대표원장</p>	 <p>Kim Woo Jin 현 더스토리하우스 대표이사 현 커머스큐브 대표이사</p>
 <p>Lee Sang Wook MTV 스쿨어택 MTV LIVE NOW KBS 이소라의 두번째 프로포즈 MBC prime concert 등 다수 프로그램 제작</p>	 <p>Yoon Byung Woon (사)한국M&A컨설팅협회 사무총장 (주)인터오션엘엑스 부사장 (주)콘서트파트너스 대표이사 한국중소기업금융협회 총괄부회장 법무법인 하나 전문위원</p>	 <p>Ryu Seong Heon 중앙대학교 경영학사 Donyang insurance StarCenter director Golden Bridge group Nomsdscgbg ceo</p>	 <p>Bang Mi Na 크레스트72 부대표 SHH&CO, 트리뷰트 이사 매거진 Thanks giving 창간 총괄</p>	 <p>Kim Yoon Il SHH&CO 대표이사 & 에이엑스 Director 버튼술 이엔티 COO 티원미디어 COO SID&S CEO</p>
 <p>Lee Jong Hun 스카이 피엔엑스 대표이사 한국프랜차이즈산업협회 협력이사 한국외식산업협회 한국신식인협회 임원</p>	 <p>Shin Sang Heon (주)비아이인터내셔널 대표 (주)DER제강 근무 대구경신고 총동문회 대외협력국장</p>	 <p>Kim se Hoon (前) 관세청 FTA총괄과장(서울) 조사정보과장(인천) 검시과장(부산) 휴대물과장(평택) (現) 유주열관세법민 전문 다다글로벌 이사</p>		

K-POP CLiCK

07. Road map

9-1 Global Audition



CLICK THE STAR is a mega-sized girl group survival project held in 32 countries around the world, and is a global audition where seven global girl groups of the same name debut in each country.

The season consists of one to three countries per season, and audition countries are scheduled in the order of Vietnam for season 1, the Philippines for season 2, Japan for season 3, Korea for season 4, and Cambodia for season 5.

During the evaluation stage, the final evaluation, the final evaluation, and the debut survival stage are accompanied by public voting and view evaluation. The public voting is conducted through a voting system using the blockchain technology of the K-POP CLICK platform.

09. Road map

9-2 SCHEDULE (2020~2021)

2020. 4Q

THE BOYZ / CIX /

Kim Hyun-joong Online Concert

Production and Transmission

SBS SUPER CONCERT

2021. 2Q

Songhae Online Talk Show

Production and Transmission

2021. 4Q

K-POP permanent concert hall
opened (Namsan)

Participating in the Busan Money
Show (BEXCO, Busan)

2021. 1Q

Production and transmission of Trot
/CCM online concert

2021. 3Q

First Issue KPC (erc20)

2022. 2Q

Dream Concert Co-production and
Live Transmission

K-POP Idol Online Fan Meeting

DREAM RISING IN K-POP CLICK series

Production and transmission

(K-pop Click Platform, MBC M)

Participated in Seoul International
Tourism Exhibition (Seoul COEX)

2022. 4Q

K-POP CLICK Platform Blockchain Progress

DREAM RISING IN K-POP CLICK series

Production and transmission

(K-pop Click Platform, MBC M)

K-POP Cover Dance Festival

K-POP experience program

Proceeding with the National Flag Business
Agreement

Participation in Launchpad Middle East
(Dubai)

Participation in the Global Entertainment
Expo

Production of K-pop Taekwondo tourism
program

2022

2022. 1Q

K-POP CLICK platform opened Listed
on the global exchange MEXC

Welcome K-POP CLICK Concert

Production and Transmission

DREAM RISING IN K-POP CLICK
series production and transmission (

K-pop Click platform, MBC M)

2022. 3Q

NFT Platform Development

K-POP Experience of Sevilla FC DREAM
RISING IN K-POP CLICK series

Production and transmission (K-pop

Click Platform, MBC M) DREAM

STATION IN K-POP CLICK series

Production and transmission

(K-pop Click Platform, MBC M)

Launching of K-POP Kids

Program

09. Road map

2023

2023. 1Q

KPC Hard Fork Progress (MATIC)
Production and transmission
(K-POP CLICK Platform, MBC M)
Launching of CLICK THE STAR
Audition Series
Global Audition CLICK THE STAR
Group Name Branding Contest

2023. 2Q

Series of Global Audition
'CLICK THE STAR'
Launch of K-POP Taekwondo
Tourism Program
Listed on the Vietnam
Donghua Exchange (planned)

2023. 3Q

Series of Global Audition
'CLICK THE STAR'

2023. 4Q

Series of Global Audition
'CLICK THE STAR'
K-POP CLICK platform
advancement

K-POP CLICK

10. Legal disclaimers

10. Legal disclaimers

Please read the notice below carefully before participating in the KPC Token sale.

Please note that this notice applies to anyone reading this white paper and may be changed or updated. If you are unsure about your future behavior, we recommend consulting with other experts, including legal, financial, and tax. The information provided in the white paper and on the home page is a note and does not provide advice on purchasing 'KPC'. In addition, all transaction activities, including the purchase and sale of 'KPC', shall be performed at the responsibility of the parties.

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This white paper has been distributed for general reference purposes related to the 'KPC' project and is subject to review and revision. Please note that this white paper reflects the latest information based on the date on the cover and is not final. The information described in this document may be changed depending on the business operation and financial status of the "KPC" after that date. This white paper may be updated irregularly.

No one shall be obliged to enter into any contract or legally binding pledge relating to the sale of the 'KPC' and shall receive any funds based on this White Paper. The sale of the 'KPC' is made through a legally binding contract, and the details are provided separately from the white paper. If there is a discrepancy between the agreement and the contents of this white paper, the agreement will be applied first.

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If you wish to purchase 'KPC', you should not understand, interpret, classify, or treat 'KPC' as follows.

- (a) a non-cryptocurrency
- (b) bonds and shares issued by any institution
- (c) Rights, options, derivatives for these bonds and stocks
- (d) Differential contracts and other rights under contracts aimed at guaranteeing investment returns or avoiding losses, or impersonating them for this purpose
- (e) Units or derivatives of securities, such as collective investment plans, business trusts, etc

Restrictions on Distribution and Propagation

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Related services provided by KPOPCLICK Foundation and its affiliates are provided on an "as is" and "as available" basis. The KPOPCLICK Foundation and its affiliates make no express or implied guarantees or depictions of the accessibility, quality, suitability, accuracy, adequacy, completeness, etc., of the Token and related services, and disclaims no responsibility for any errors, delays, omissions, or actions taken in reliance thereon.

To the maximum extent permitted by applicable laws, regulations and rules, KPOPCLICK Foundation and its affiliates shall not be liable in any jurisdiction for any losses of any kind, including, but not limited to, loss of profits, income or profits arising out of the purchase of KPC. KPOPCLICK Foundation and its affiliates are not responsible for any violation of the ICO-related laws, regulations and rules of the country in question.

Scope of Exclusion of Liability

All costs, including all claims, compensation, losses, and attorneys' fees.

Forward-looking statements

This white paper contains forward-looking statements based on current estimates and assumptions. However, KPOPCLICK Foundation assumes no obligation and assumes no responsibility to update forward-looking statements regarding risks, uncertainties and other factors that may affect actual results, changes or future events through the Website and other materials produced by the KPOPCLICK Foundation. Forward-looking statements involve a variety of risks and uncertainties. These statements do not guarantee future performance and, therefore, should not be overly relied upon. As of the date of this white paper, the 'KPC' platform is not complete or fully operational. Although it is written on the premise that the Platform will be fully completed and operational in the future, this should not be construed as a guarantee or promise of the completion and full operation of the Platform.

Potential Risks

Before deciding to purchase or participate in KPC, we recommend that you carefully read the following information and fully analyze and understand the relevant factors and risks. Risks include but are not limited to below.

Buyer negligence risk related to storage, such as restriction of access to 'KPC' due to loss of identification information, loss of essential private key related to digital wallet containing 'KPC'.

Changes in political, social, and economic environments, changes in stock or cryptocurrency market environments, changes in the regulatory environment of the country where the KPOPCLICK Foundation operates, and changes in the ability of the KPOPCLICK Foundation and affiliates to survive or compete in these environments.

Changes in the future capital needs of the 'KPOP CLICK Foundation and its affiliates', the risks associated with changes in capital and capital raising possibilities to meet them, and lack of funds can affect the development of the 'KPC' platform and its use and potential value. A variety of reasons, including unfavorable changes in the value of "KPC," business relationships failure, and competitors' intellectual property claims during development/ operation, can lead to suspension of "KPC" activities, dismantling or launching plans, which can negatively affect the potential use of "KPC" ecosystems, tokens, and tokens.

No decision on the project, ecosystem, etc. of the 'KPC' is given to any other entity. All decisions are made at the discretion of the KPOPCLICK Foundation, including the suspension of KPC services, platforms, ecosystems, and additional creation and sale, sale and liquidation of KPCs used in the ecosystem.

The tax and accounting practices of the 'KPC' may vary by jurisdiction. Purchases of 'KPC' May negatively affect tax processing and are recommended to seek independent tax advice. In addition to the risks stated above, there are other risks that the 'KPOP CLICK Foundation and its affiliates' do not predict. In addition, the risk of unexpected combinations and variations can also emerge. If the above risks and uncertainties develop into a real situation, the business, financial status, prospects, and operational results of the "KPOP CLICK Foundation and Affiliates" may be affected in real and negative ways. In this case, you may lose some or all of the token value of 'KPC'.

No Consultation

None of the information in this white paper is considered business, legal, financial, or tax advice to 'KPOP CLICK Foundation and Affiliates'. It is recommended that you seek advice from other experts such as law, finance, and tax regarding the 'KPOP CLICK Foundation and affiliates' and related businesses and operations. Financial risks to the purchase of 'KPC' may apply indefinitely.

Compliance with KYC

Customers participating in the sale of KPC must comply with the Customer Real Name Verification Procedure (KYC) regulations and all other applicable regulations after the crowd sale for identification. Therefore, the KPOP CLICK Foundation will do its best to provide convenience and stability to customers based on mutual trust as follows.

The "KPOP CLICK Foundation" complies with ICO-related laws such as KYC and the Anti-Money Laundering Act (AML). The "KPOP CLICK Foundation" complies with the Personal Information Protection Act to protect customers' personal information, including user registration information. The "KPOP CLICK Foundation" uses KYC personal information collection only for O2O token sales and discards documents submitted for KYC after ICO is terminated. Details of the KYC procedure will be updated on the website or other materials.